



# Regulators Charge!

## Defending the Final Frontier

Volume 11 Issue 10

October 2014

### Crew Meetings & Activities 2014

2014

- Nov 15 Regular Meeting
- Jan 3 Christmas/New Years Party

2015

- May 15-17 Regional Summit

All above meeting are subject to change. Normally we meet at Shady Oaks BBQ at 3:00 p.m. on the dates above (unless otherwise mentioned.)

### From the Ready Room

The only bad news of October is that the STARFLEET Database is in read-only mode, so I can't get in and change the ranks of those of you who were promoted at the Klingon Dinner Thing.

Speaking of the KDT, it sure was fun. Lots of good food, good company, and good conversations. If you didn't make it, we missed you.

Here are the results from the KDT:

#### Awards

##### Doodad Badge --

- Summit -- Tank, Tracy, Glen
- Indiana Jones exhibit at FWMSH -- Tank, Tracy, Glen
- Sci-Fi Factory/Guardians of the Galaxy show -- Lt Cross, LTJG Barnett, LTJG Fralicks, LTJG Brulotte, Melissa
- Stealth Invasion of Main Event -- BDR Clark, CDR Clark, MCPT Marchant, LTJG Brulotte, Cmn Brulotte, LTJG Gabbert

##### Marine Participation Award --

Tank, Tracy, Liz, Alan, Michelle, Karen, Katelyn

##### Order of the Cylindrical Storage Vessel of Simians --

Michael, Tank

##### Order of the Steel Balls --

Roon, a daily inspiration; also, for attacking the Immortal Serpent with a wheel of cheese and a stick during the Dungeon Crawl Classics game

##### Currently Unnamed Smarty-Pants Award --

- Roon, with 20
- (Alan, with 9, in 2nd place)
- (Tank, with 7, in 3rd)

##### Member of the Year --

Liz Goulet

#### Promotions

- LTJG Barnett, Katelyn to LT
- LTJG Brulotte, Perry to LT
- LTJG Fralicks, Amanda to LT
- LTJG Washburn, Sean to LT
- MCPT Marchant, Roon to MAJ
- LT Comatzer, Scott to LCDR
- LT Cross, Michael to LCDR

Upcoming Events: Step Out: Walk to ... er crew meeting (Nov 15), Hobbit Movie Away Mission (Nov... the movie comes out on 17 Dec, the first Saturday after that is the 20th), Holiday Party (at Cynthia's?) 03 Jan, and Jan Crew Meeting 17 Jan. Keep checking the web page for more details.

Meanwhile, keep having fun. That's an order!

With my compliments,  
Brigadier Tank Clark, SFMC  
Commanding Officer, USS Regulator

### XO/Communications

We will be discussing the Christmas Dinner at the November meeting so all of you need to attend. Remember Shady Oaks 3:00pm on Nov 15.  
Liz Goulet, R.Admiral, XO/Communications Officer

### BRIDGE REPORT

No new information from the Bridge this month. Hopefully, he'll make up for it next month.  
LT. Michael Cross  
P.S. Planting a seed for Star Wars month. Looking for ideas for contests, activities and events.

### MEDICAL ALERT!! MEDICAL ALERT:

The Power of Touch  
A most basic of human needs, that can pick you up and keep you going. Touch can speak volumes without saying a word. The connection a welcome touch brings can enhance our health and well-being.  
Studies show that physical contact boosts levels of the hormone Oxytocin. Sometimes referred to as the "cuddle hormone", oxytocin can brighten your mood, lower blood pressure, take the edge off stress and pain, and can even speed healing.  
So keep you out of Sick Bay, here are some helpful ideas to help you seek and share the benefits of touch.  
Start with Family; hold hands with your partner as you stroll the hallways of the ship, hold your little ones close while you read a book with them. Your friends need your support too; a pat on the back or gentle touch on the arm can show how much you care. Treat yourself to a little TLC; a nice massage or mani-pedi can perk up your day. Finally, try snuggling up to a pet...animals can help satisfy our need for touch.  
But remember Respect matters most; a touch needs to be welcome by those receiving it. So always consider the situation and preference of others. Being thrown out an airlock might keep you out of sick bay, but it isn't very beneficial to you overall well-being.

Yours in Service  
CMDR Tracy Clark

### BOSUN (Chief in Charge)

Book Report: The Search for Justice by Robert Shapiro

This is a book about a look at the O.J. Simpson trial from the view of his defense attorneys. Robert Shapiro is the one that put the defense team together. Due to Shapiro and Cochran's strategy of the defense of the case, they had a conflict. There was not only conflict on the defense team but the prosecution as well. The book details how the case was investigated, through the trial. Also it covered a lot of the other personal conflicts on both sides.

This book will help you to understand the legal system involving a celebrity charged with murder. It will go over the details of how the prosecution put together the case and how they presented it at trial. Then it will help you realize how the defense would go about what is involved in presenting a good defense.

If anyone would like to read this, just let me know and I can bring it to a meeting for you. (siskoturbo@att.net).  
Alan Goulet, MGSgt

#### **ATTENTION: Rules for the contest**

Starting at the June meeting, we are starting a Flip Tab challenge to everyone on the ship. There will be two groupings – families and individuals (you can NOT participate in both groups). Each month you attend – bring your flip tabs from you soft drink cans (or beer if you prefer) in a baggie with your name on them. I will count them up and give either the family or individual credit for them. **No name, no credit.** At the end of June 2015, I will total everyone's count and there will be awards handed out at the July meeting for the family who brought in the most and the individual who brought in the most.

The tabs will be donated to the Ronald McDonald House associated with Cooks Children's Hospital. I hope everyone accepts this challenge – the more the merrier.

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### **From the Flight Deck:**

#### **OIC, VMA-333 "Phoenix Squadron"**

Okay, Marines – take a knee and listen up:

#### **Rules for Going to a Gun fight**



In civilian circles a firefight is known as a gunfight, so quite naturally the very first and most important rule when going to a gunfight are:

1. Have a gun.
  - 1.1 Preferably, have at least two guns.

All additional rules are supplemental to that first rule.

2. Bring all of your friends who have guns.
  - 2.1 Preferably, they will all have at least two guns.
3. Anything worth shooting is worth shooting twice.
  - 3.1 Ammo is cheap. Life is expensive.
  - 3.2 There's no additional paperwork for shooting someone more than once.
  - 3.3 Two in the chest, one in the head is not a bad plan
4. Only hits count.
  - 4.1 The only thing worse than a miss is a slow miss.
5. If your shooting stance is good, you're probably not moving fast enough or using cover correctly.
6. In ten years nobody will remember the details of caliber, stance or tactics.
  - 6.1 They will remember who lived.
7. Proximity negates skill. Distance is your friend.
  - 7.1 Lateral and diagonal movements are preferred.
8. If you are not shooting, you should be doing something else.
  - 8.1 Communicating, reloading or running are the preferred things.

9. Accuracy is relative: most combat shooting standards will be more dependent on the "pucker factor" than on the inherent accuracy of the gun.

9.1 Use a gun that works every time.

9.2 All skill is in vain when an Angel pisses in the flintlock of your musket.

10. Someday someone may kill you with your own gun.

10.1 If they do, they should have to beat you to death with it because it is empty.

11. Always cheat, always win.

11.1 The only unfair fight is the one you lose.

12. Have a plan.

12.1 Have a back-up plan, because the first one won't work.

12.2 If you find yourself in a fair fight, you didn't plan your mission properly.

13. Use cover or concealment as much as possible.

14. Flank your adversary when possible.

14.1 Protect your own flank.

15. Don't drop your guard.

16. Always perform a tactical reload and then threat scan 360 degrees.

17. Watch their hands. Hands kill.

17.1 In God we trust. Everyone else, keep your hands where I can see them.

18. Decide to be aggressive enough, quickly enough.

19. The faster you finish the fight, the less shot you will get.

20. Be polite. Be professional.

20.1 Have a plan to kill everyone you meet.

22. Do not attend a gunfight with a handgun whose caliber does not start with a "4".

23. Nothing handheld is a reliable stopper, even if it does start with a "4".

Meanwhile, carry on smartly.

Colonel Tank "Bazinga" Clark, SFMC OIC, VMFA-333 "Phoenix Squadron", 3BDE S-1 Personnel & Administration

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### **News from Penn. Regulator Away Team**

Still manning an away mission in the Northern Territories. Check at the last page where there is a thank you letter to our group.

Sincerely

John A. Kraly II

Commander-SFI, PA member of USS Regulator

President & Organi-czar – West Shore Science Fiction Society

CO-USS Pennsylvania NCC-17120 (Independent Star Trek club)

"In the spirit of BB-38 & SSBN-735"

"The *Achilles*-class starship is a warship developed by the

Federation during the Dominion War" – [http://memory-beta.wikia.com/wiki/Achilles\\_class](http://memory-beta.wikia.com/wiki/Achilles_class)

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### **From the Deck 15 Horde: Known as the Klingon Krew**

Once a year, we Klingons of the Regulator rule supreme.

Not only do we have a meeting dedicated to our awesomeness, we have a Klingon Dinner Thing! We share glorious food, wondrous beverages, and tell tales of our glorious deeds.

This year was no different. Many of you, however, were unable to attend for one reason or another. We missed you. (yes, we were aiming...)

I just wanted to make sure everyone knows this: if, for whatever reason, you forgot about to make/get food to share in the potluck... trust me, there's always plenty. Come anyway.

Kai!  
Klark, son of Konald

## Have Phaser, Will Travel!



Hooah!

This month, I'd like to finish my examination of Gamma World 3rd Edition. If you remember, last month we left off before I had an opportunity to playtest these rules, partially because of a lack of certain important info: an armor class table and a weapons table being the most important. I feel confident this missing info would have been included in the boxed set, but probably only on the Gamemasters/Players Screen, which was not included in the PDF I downloaded.

Fortunately, the Internet is a rich resource. Between an article from *Dragon* magazine explaining a way to enhance the 3rd Edition of the game (which included armor tables and movement rates, as well as an improved experience point (XP) system) and a table in a 3rd Edition Gamma World adventure module, I found what I was lacking. Tracy and I generated four characters, and they set off on a quest to find and recover an ancient computer core.

We played two game sessions. The first one had more than its share of issues, as both of us were learning the system. We spent a bit of time looking up rules, checking and double-checking. Fair enough. That is expected any time one uses an RPG for the first time. However, the second session had no such issues. There were a few things that I needed to look up, but they were the sort of thing one is expected to look up during a game session: random encounters, weather patterns, movement rates through different terrain, and so forth. No, the problem with the game was much more basic, and although the articles & reviews I'd read would lead me to believe the problem would be the Action Table, that was only part of the problem.

The real problem was how lopsided everything was. While the party members used their rank (in other games, it would be called their level) as the base column to roll dice on, modified by their Physical Strength, the monsters the party encountered would use the column equal to their Hit Dice. For example, our best physical combatant, "Able" would swing his battleaxe using Column 5, but the giant (1.5m long) wingless mosquito would attack using Column 10. Eventually, the party would win... but combat became long, drawn out, and tedious. No fun. I am going to keep these rules handy, though. The game system works, and it makes sense (once one wraps one's mind around it), and it occurs to me that the game may be more fun if we start characters out at 4th or 5th Rank, rather than Rules-As-Written 1st Rank. (House rules are wonderful.)

Next month, we're changing genres. I have three games to look at, so I can't tell you which one will be in this article in November, but it will be one of the following: 1987's "Top Secret/S.I." RPG by TSR, Inc -- a game set in the world of spies, commandos, and counterterrorism specialists; the first version of Gamma World I actually purchased: 1992's 4th Edition; or possibly 1990's "Boot Hill" by TSR, Inc.

Leading the way,  
Fleet Captain Tank Clark, SF50  
Team Leader, 33rd STARFLEET Rangers ("The Paladins")  
Have Phaser, Will Travel

## THE LOUNGE

Remember to return your empties to the replicator, and what happens in the lounge stays in the lounge, unless we get a better offer...D

Mark West  
Bartender

## Cadet Counselor

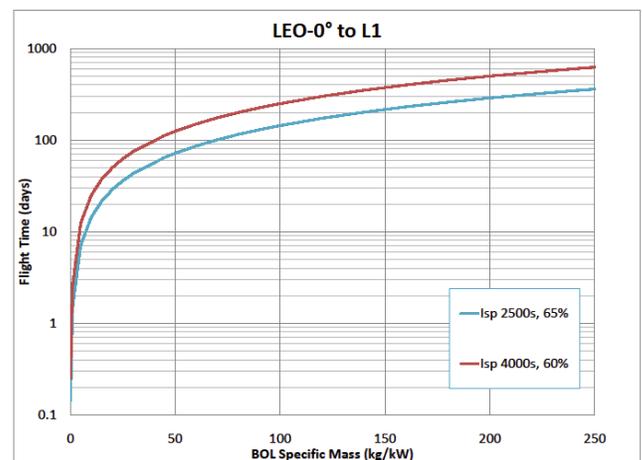
November birthdays are Ed Dranensky Nov 2 and Colin Gabbert Nov 20. We will be discussing our Christmas/New Years Party at the Nov meeting so please make a point to attend.  
Michelle Goulet, Chief Petty Officer

## Engineering Department

(continuing from last month on Warp Travel)

The specific mass of an element for an exploration architecture or reference mission can be determined by dividing the spacecraft's beginning of life wet mass by the power level. Specific mass can also be calculated at the subsystem level if competing technologies are being compared for a particular function, but for this exercise, the integrated vehicle specific mass will be used. The transit time for a mission trajectory can then be calculated and plotted on a graph that compares specific mass to transit time. This can be done for a few discrete vehicle configurations, and the curve that fits these points will allow mission planners to extrapolate between the points when adding and subtracting mass, either in the form of payload or subsystem for a particular power level. Figure 4 shows a simple plot of this approach for two specific impulse/efficiency values representing notional engine choices. It is apparent from the graph that lower specific impulse yields reduced trip times, but this also reduces delivered payload. However, if negative mass is added to the spacecraft's mass budget, then the effective specific mass and transit time are reduced without necessarily reducing payload. A question to pose is what effect does this have mathematically? If energy is to be conserved, then  $\frac{1}{2}mv^2$  would need to yield a higher *effective* velocity to compensate for apparent reduction in mass. Assuming a point design solution of 5000kg BOL mass coupled to a 100kW Hall thruster system (lower curve), the expected transit time is  $\sim 70$  days for a specific mass of 50 kg/kW without the aid of a warp drive. If a very modest warp drive system is installed that can generate a negative energy density that integrates  $\sim 2000$ kg of negative mass when active, the specific mass is dropped from 50 to 30 which yields a reduced transit time of  $\sim 40$  days. As the amount of negative mass approached 5000 kg, the specific mass of the spacecraft approaches zero, and the transit time becomes exceedingly small, approaching zero in the limit. In this simplified context, the idea of a warp drive may have some fruitful domestic applications "subliminally," allowing it to be matured before it engaged as a true interstellar drive system.

Figure 4: Trip time to L1 as a function of Beginning of Life (BOL) specific mass



(To be continued)  
Roone Machart, 2Lt, Chief of Engineering

## Science Department

Interesting development, the deepest part of the ocean isn't warming up like scientist thought it would.  
Lieutenant junior grade Colin Gabbert out

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## SECURITY! SECURITY!!

N one in the brig and all firearms accounted.  
Scott Cornatez, Lt.

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## GAME MASTER REPORT

Hi All,  
Nothing new to report so far but with the holidays coming up, new games will be coming out and I'll be bringing you updates as we get them.  
That is all for now.  
Eugene  
Game Master

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### A Bit of History

In talking about changing the ship's class back to a TOS ship – here is a brief history of our ship/club from a former member Dan Hislop.

I am so glad to see the chapter going so well after all these years. I have prepared an article on the early years of the chapter that you may use as a submission to the "Regulators Charge!" if you care to.

All the Best!  
Dan Hislop RAdm., Retired  
Former Commanding Officer of the USS Comanche

### A Brief History of the USS Comanche

Greetings crew of the Regulator. I saw in his report in the Regulators Charge (Volume 11 Issue 9) that your captain, Brigadier Tank Clark, referenced the former name of the chapter, the USS Comanche NCC-71809, and the possibility that the chapter might, once again, evolve into a different class of starship with a new name and registry number. I thought I might volunteer some information about the early days of the chapter that you might find of interest. I was not there on "day one" at the launch of the chapter, but joined the Shuttle Comanche NCC-3700/6 in 1992 soon after it launched on 18 January 1992. The mothership of the USS Comanche was the Irving, TX based USS Joshua NCC-3700. Many of the founding members of the Comanche had been members of the USS Joshua.

The Comanche's first Commanding Officer was Sarah Peugh. Her First Officer was Lance Oliver. Even before the ship commissioned, plans were in place for the Comanche to host a very large convention. It was to be called Textrek '93. Held at the Arlington Convention Center July 2nd – 4th 1993, the convention was to be a major event and the 1993 STARFLEET International Conference with several well know Star Trek celebrities scheduled to attend. But, I get ahead of the story.

Commission on 1 October 1992, the Galaxy Class USS Comanche NCC-71809 was stationed in Fort Worth Texas and had a fine crew. Named after the North American planes Indians who were famous for their riding skills, it was a very active chapter that held many events and parties, participated in Region 3 activities, and interfaced with other Region 3 chapters. The motto of the chapter was, "The Spirit of STARFLEET". The Regional Coordinator at that time was Commodore Bill "Mac" Schwab.

At the commissioning, the senior officers consisted of Second Officer Robert Peugh, the ship's Chief Engineer was Byron Flynt, the Comanche's Chief Medical Officer was Mary Oliver, our first Communications Officer was Elaine Fisher, the Senior officer in charge of Security was Roger Kass, the Bridge Specialist officer was Thomas Revor, our Science Officer was Joe Hillary, and the Ship's Counselor was Joy Spurger.

The ship's newsletter was called "Smoke Signals". The USS Comanche's long time Communications Officer was Sean Caughman, former Commanding Officer of the USS Joshua. Sean is no longer with us. An outstanding man and friend to many people in the science

fiction and fantasy community, he was well known for his resemblance to Geordi LaForge. He lost his life while serving in the US Navy in Kuwait. Sean will be sorely missed.

Textrek '93 was attend by nearly 5,000 people. The celebrity guests included George Takei (Sulu), Grace Lee Whitney (Yeoman Rand), and Colm Meaney (Chief O'Brian). There were also a long list of special guests including John and Bjo Tremble, both legends in Star Trek fandom, authors P. N. Elrod, Larry Nemecek, and John Vornholt, Artist Luch Synk, and illustrator Shane Johnson. The Master of Ceremonies for Textrek '93 was Jamie Murray, who brought along his alter ego, Myhr. It was an amazing experience. One day, a more detailed description of the event will have to be written for posterity.

The crew of the USS Comanche put their all into this event. In 1994, STARFLEET award the USS Comanche the honor of Rookie "Chapter of the Year". This was just the first of many honors the ship and its crew would receive over the coming years.

The crew of the USS Comanche was shocked when Sarah Peugh announced she would be stepping down as Commanding Officer of the Comanche in the middle of her 2 year term. She had been a model Commanding officer and a great friend to the entire crew complement. I was elected to serve as the second Commanding Officer of the USS Comanche. Robert Peugh was the Executive Officer. I served as CO for 5 years, 1 year was the remainder of Sarah's term, then for 2 more e-year terms.

During this time period, the Comanche functioned as mothership to 2 shuttles. They were the Shuttles Bexar NCC-71809/1 and Shuttle Quanah Parker NCC-71809/2 which became the Galaxy Class USS Bexar NCC-71718 in San Antonio, TX and the Cheyenne Class USS Quanah Parker NCC-73628 in Lubbock, TX.

Over the next 5 years, the USS Comanche was very active. Events became traditions such as the "Klingon Dinner Thing", "Quark's Casino and Auction", and we participated in the Region 3 Olympics. James "Scotty" Doohan was on a book tour and we became his hosts in Fort Worth where we participated in a huge book signing event at Border's Books and Music. Mark West and Kyle Schugart were his security escort. I am sure they will never forget the adventures we had with Jimmy as we escorted him and his publicist, Steve Stevens, around Fort Worth.

The USS Comanche was successful at charity fund raising, recruiting, hosting events, and participating at all levels. In 1998, STARFLEET honored the USS Comanche as "1997 STARFLEET Chapter of the Year". We were featured in local newspapers and became well known in the area. We had many people join and become senior officers during my tenure as CO. I had a coworker at Lockheed who found out I was involved in the local Star Trek club. She and her family joined almost immediately and have been an integral part of the chapter to this day. Liz and Alan Goulet were essential parts of the success of the chapter from nearly the first crew meeting they attended. Other prominent members of the crew were my second Executive Officer, Bob Cason, Mark West was Chief Security Officer, and Joyce Fink became the third Executive Officer while I was CO and eventually replaced me as Commanding Officer when I stepped down.

There are too many people to name who contributed greatly to the success of the chapter over those years. I wish I could remember all of the good times we had as there were so many. I know that the chapter always lived up to the Ship's Motto, "The Spirit of STARFLEET".

Pennsylvania Away Team



**PENNSYLVANIA  
WOUNDED WARRIORS, INC.**

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*Dear John and  
Wet Shoe Regulators,*

*September 30, 2014*

It is with great appreciation that we received your donation of *\$98.00*  
to the Pennsylvania Wounded Warrior cause.

Since we are an all volunteer, non-profit statewide organization with a very small percentage of our budget going to administration cost, your donation will directly help our Wounded Warriors, their families and Veterans in crisis until they can get back on their feet.

When we receive a call for help from VA hospital case workers, chaplains, or family members, we respond within 24 hours.

"Those who risk their lives in combat in the defense of our nation, deserve a place of honor above all others in our society. For you see, their courage has made everything else possible for us."

Major General Gerald T. Sajer

Thank you for honoring our brave soldiers, *with your support on your special day in Mechanicsburg.*

Most sincerely,

Helen Sajer  
President

President  
Helen Sajer  
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Treasurer  
Tom Wolfe  
Secretary  
Dan Oeko

LTG(Ret) David Grange, USA  
MG(Ret) William Burns, USA  
MG(Ret) John C. Faith, USA  
MG(Dec) Gerald T. Sajer, PNG  
MG(Ret) Tom Jones USMC  
BG(Dec) Joseph McCarthy USMC  
COL(Ret) Ray Angelli, USA  
COL(Ret) John M. Huga, USMA



Meetings for the *USS Regulator* are held every month at 1500hrs at Shady Oaks BBQ at Sand Shell & Hwy 35. Usually on the third Saturday of every month.

For information contact CO Col. Tank Clark

at

[regulator@region3.org](mailto:regulator@region3.org)

or visit our web site

<http://ussregulator.weebly.com/>

Regulator Charge! Newsletter is a monthly publication produced to inform members of upcoming events with the ship, with the region, and with the fleet. As well as things of interest everyone might like to know about. Information in this publication is obtained through emails and internet sites. The *USS Regulator* is a non-profit organization affiliated with STARFLEET. Although we are Star Trek based, this club does enjoy and encourage anything that is SciFi related such as Battlestar Galatica, Stargate, Star Wars, X-Men, Superman, etc. This is an 'on line' publication for all those who have email. If requested a printed copy can be sent to you at Your home address.